

JRPG TEMPLATE FLOW; A PROPOSAL

shuttoh



GENERAL AESTHETIC

- A mashup (kinda) of Donny's and Lamer's.
 - Incorporates known viable ideas from both.
- Follows a general RPG flow.
 - Targetting RPGs from the SNES era.
- Custom enough to be unique while being close to the theme.
 - Its not going for direct edit of gameplay
- Made with "award show first" in mind.

MOCKUPS

- Very rough blocking of template flow.
- Very temporary assets for mockups.
- *Doesn't include everything.*
- If chosen by team, everything is open to change.

- Starts next page :)

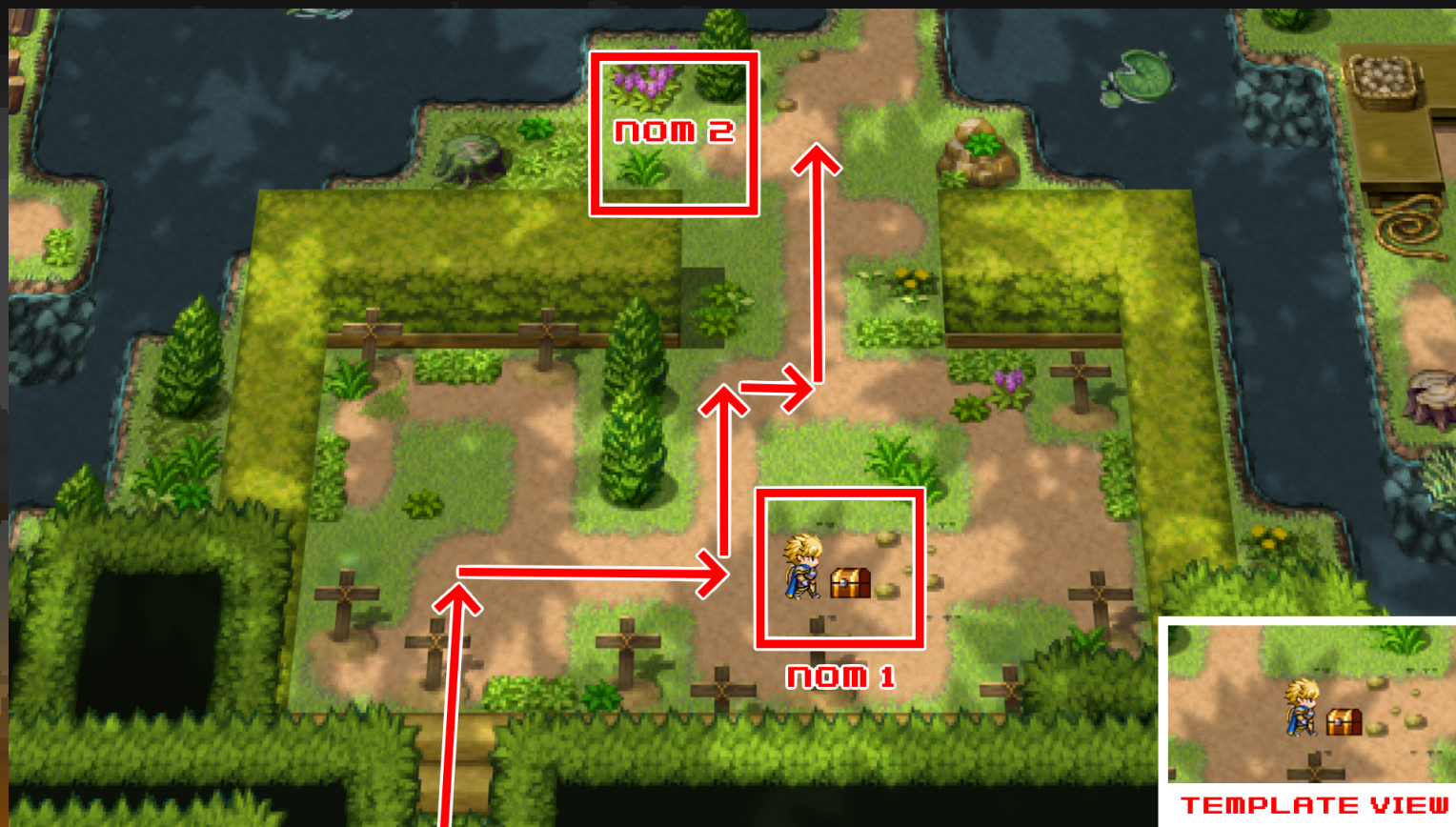
most hated award

FOR WORST GAME OF 2023

► NEW GAME
LOAD GAME
RIG VOTING

1

- Uses title screen to show award name.
- Background moves with parallax effect (5 separate layers).
 - Allows us to put memes in the environment.
 - *I have soooooo many HQ Humble Bundle RPG asset packs we could use.*



2

- Nominees section follows a character exploring an open world map.
- Animated in AE for *ultimate flexibility* (swapping map textures, memes on map etc).
- Character picks up items in chests representing nominees.
- About 3 second 'transition' between nominees (see 2021's page scrolling for example).
- See bottom right for what the video would actually be.



3

- Item in chest is related to actual nominee.
- “Spellbook” as example. Could be anything.
- Item is different per nominee. Perhaps shared between awards?
- Essentially a treasure chest moment from Zelda.
- Text gets typed line by line with associated ‘blip’ sound effect.



MOST HATED AWARD

SPELLBOOK DISCOVERED:

TOME OF *STREET FIGHTER 6*

4

- Nominee footage eases in from the top.
- 0.5 seconds of padding on each end of 8 seconds.
- Same transition to return to the map.

===== BATTLE LOG =====

 TOME OF
STREET FIGHTER 6 1029d

 SHOUT OF
RESIDENT EVIL 4 988d

 THE GREAT
LEGEND OF ZELDA: TOTK 420d

 ETERNAL
DIABLO IV 123d

 SHITPOST OF
STARFIELD 1d



5

- After picking up 5 items, we reach a boss battle.
- Our character attacks 5 times and defeats the enemy with the winning item.
- Each attack includes a simple battle animation.
- Nominees unveiled from 5th to 1st on “Battle Log”



6

- Winner screen with winner speech.
- Simple fade in and out for transitions.